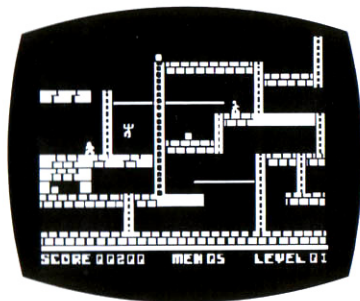


Lode Runner™

An Action Game and Game Generator
by Doug Smith
VIC-20 CARTRIDGE VERSION
by Mike Wise



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Broderbund Software™

PLAYING THE GAME



You are a Galactic Commando deep in enemy territory. Power hungry leaders of the repressive Bungeling Empire have stolen a fortune in gold from the people by means of excessive fast food taxes. Your task? To infiltrate each of 24 different treasury rooms, evade the deadly Bungeling guards, and recover every chest of Bungeling booty.

TO START:

Insert the cartridge label side up, with the computer off. Turn on your computer. The game will begin in a self-playing demo.

To begin play, press the fire button on your joystick. Level 1 will appear and your player will flash on the screen. Press the fire button again or move the player to begin game action.

The joystick will move the player up, down, left, and right. Pressing the button will cause the player to dig behind him. You can switch between digging behind and digging in front by pressing D.

GAME PLAY:

To complete a level, you must collect all the gold chests in a scene. When you succeed, you may then climb a ladder to the top of the screen and enter the next level. You will also gain bonus points and earn an extra life for each level you complete. You start with 5 lives.

You will use your laser drill pistol to drill pits and passageways through brick floors. You may dig through fissured bricks only, not through solid surfaces, and holes must be drilled all the way through to be effective. If a Bungeling guard falls into a pit and gets stuck, it will become safe (for a moment) for you to run over him; also, he will release any gold he is carrying. Any holes that you've drilled will fill in again after a period of time, and guards caught in them when they refill will die and be replenished by new guards at the top of the screen. Be careful: Guards can climb out of pits that do not close up around them. Your player, however, cannot climb out of pits and will die if trapped in a pit that is only a single brick wide.

You will notice that gold chests carried by enemy guards cease to be visible. If you have picked up all the visible gold on the screen and the ladder leading to the next level has not yet appeared or you cannot reach the next level by climbing to the highest part of the

screen, one or more of the guards is still carrying gold. You must trap the guards in a pit and pick up their gold. If an enemy carrying gold falls into a "dead end" that he and you are unable to leave, you will not be able to get that gold chest safely. If stuck in a "dead end" press A to continue (see below).

SCORING:

Completing a level	750 points
Picking up a gold chest	100 points
Trapping an enemy	25 points
Enemy dying in hole	25 points

SPECIAL KEYS:

(For use during actual game play)

A	aborts man if stuck without means of death or escape
RESTORE	terminates current game (return to demo)
-	decreases overall game speed
+	increases overall game speed
RUN/STOP	freezes action until any other key hit
D	change direction of dig (front or behind)





MAKING YOUR OWN GAMES

The Game Generator ("Edit Mode") lets you design, erase, play test, and save to disk or tape your own unique Lode Runner games—with no programming knowledge required. It's all remarkably easy!

HOW TO MAKE YOUR OWN GAMES: SUMMARY

WHAT TO DO	HOW TO DO IT
1. Enter "Edit Mode"	Press E from demo mode — or — RESTORE then E from game
2. Prepare storage device	Put disk in drive (see "Initializing Your Data Disk") — or — Put tape in drive (See "Using Cassette Tapes")






3. Design your game Use joystick and "icons"
 (See "Designing Your Own
 Game Boards")
4. Play test your game Select joystick shape
 with joystick 
5. Save your game Select  with joystick

1. ENTERING EDIT MODE:

First you must enter Edit mode. If you are playing a game, press RESTORE to end the game, then press E (for "Edit"). If you are starting from the self-playing demo mode, simply press E. The Lode Runner Board Editor screen will appear, allowing you to select several functions.

OPERATION OF THE GAME EDITOR:

When you enter the Editor, you will see a row of symbols and game pieces on the bottom row. Above these symbols and pieces is an arrow that you control with the joystick. By moving the joystick from side to side you can position the arrow above any symbol (or "icon") and select that function by pressing the fire button. The "icons" you can use to give commands to the editor are explained in the instructions below:

-  Play a specified level
-  Clear the playfield
-  Save created board on disk or tape
-  Load created board from tape or disk
-  Quit editor (return to demo)

2. PREPARING YOUR STORAGE DEVICE:

You may use a disk drive or Commodore datasette player to save any game boards you create.

INITIALIZING YOUR DATA DISK:

If you are using a disk drive, before designing your first game board, you must prepare a Lode Runner data disk on which to save your

creations.

With your computer turned off, remove the Lode Runner cartridge and follow Commodore's instructions for initializing a blank data disk. Once you have initialized a data disk, put it into the disk drive whenever you want to save or load a user-designed Lode Runner game board. Note: You may save 255 different boards on a single initialized disk.

USING A CASSETTE TAPE:

If you are using tape, just rewind the tape to the beginning. No preparation is necessary.

3. DESIGNING YOUR OWN GAME BOARDS:

The first step in creating a game (that is to be saved on disk not tape) is to tell the editor what level number you will be creating. You can change the level number at the lower right by positioning the icon arrow over the level number and then moving the joystick up or down to increase or decrease the number.

After you have selected a level, you are ready to begin.

If you are using tape rather than disk, the level number is not important, since levels will be played back in sequential order only.

The process of designing your own boards is simple. There are nine basic shapes that make up all Lode Runner game boards. Each of these shapes (and a blank for no shape) is shown on the bottom left of the screen. Simply move the arrow to point to one and press the button. Then move the joystick up and a flashing cursor will appear in the board area. Anywhere you position the cursor and press the fire button, you will leave the shape you are carrying. The arrow will point to the shape you are carrying until you move the cursor to the bottom. Then you can repeat the process until you are satisfied with your game board.

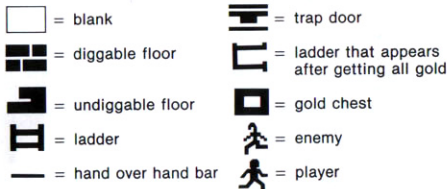
Important: There are a few practical limitations regarding the number of objects you can use:

YOU MUST HAVE ONE "PLAYER" ON YOUR GAME BOARD FOR YOUR GAME TO BE PLAYABLE—i.e. NO MORE, NO LESS THAN


ONE LODER RUNNER COMMANDO MUST BE INCLUDED IN YOUR GAME BOARD DESIGN. LIKEWISE, YOU MUST HAVE 1-5 ENEMY GUARDS ON A BOARD. NO MORE THAN FIVE, NO LESS THAN ONE. OTHERWISE, WHEN YOU TRY PLAYING YOUR GAME, YOU WILL BE RETURNED TO EDITOR MODE.

Some of the other shapes also have numerical limits, though you are not likely to exceed them. If you do, the program will simply ignore the excess.

LODER RUNNER SHAPES:




4. PLAY TESTING YOUR GAME:

You can play test your board by selecting the play symbol  and pressing the button. After playing the game, you'll be returned to the editor to make any revisions.

5. SAVING YOUR CREATIONS:

When you finish designing a screen, or when you want to save it or take a break . . .

Move the cursor to the bottom (if you are not already there) and move the arrow to point to the save symbol . Press the fire button, and the editor will save your game to disk or tape. If you do not save the game, THE BOARD WILL BE LOST when you exit the game generator.

LOADING & PLAYING SAVED LEVELS:


If you want to load a saved level right away, without first going into the editor, press f7 from the title page or demo mode.


When using tape storage, you can play games sequentially only — there is no random access.

When using a disk drive, you can play any user-created level you desire. Simply select a level number using joystick control as described above and then select the play symbol. You will start playing that level.

Note that in all cases, if you encounter an empty or "illegal" level, you will be returned to demo mode.

OTHER EDIT MODE COMMANDS:

 Clears the board you are working on. Use this to start over with a clear screen.

 Quit editor and return to demo.

Note: You cannot clear or edit the game boards in the cartridge. These functions are available for use with your own boards only.

TROUBLESHOOTING:

Whenever there is a disk error, the game will return to the demo mode. If this happens, check to see if you are using an initialized disk and have the disk drive hooked up properly. If this does not help, check to see that you have a level 1 on your disk. If not, create one.

If you have a tape error, press RESTORE and try again.

To center the game on the screen, use the cursor control arrows while in demo mode only.

Be sure to play test your own board creations to make sure they are beatable. If you want to refine or improve them, simply return to the editor.

Remember, as mentioned in "Game Play," if a player becomes stuck in a "dead end" with no way out, press A to sacrifice that "life" and to resume play.